

# CRM Course Schedule 2009

<i>NEW</i> Tech Classes to be added!	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50
American Heritage			x			x
Archery	x	x	x	x	x	x
Art and Music	x		x			
Astronomy	x	x				
Basketry and Leatherwork	x	x	x	x	x	x
Bird Study	x		x			
BSA Lifeguard						
COPE						
Camping	x	x	x	x	x	x
Canoeing						
Chemistry <b>NEW!</b>						
Cinematography				x	x	x
Citizenship in the Nation	x	x		x	x	x
Citizenship in the World		x	x	x	x	x
Climbing						
Communications	x	x	x		x	x
Composite Materials <b>NEW!</b>			x	x		
Cooking						
Electronics <b>NEW!</b>					x	x
Emergency Preparedness	x	x	x	x		x
Energy <b>NEW!</b>			x	x		
Engineering <b>NEW!</b>					x	x
Environmental Science						
Environmental Science						
Fire Safety	x	x	x	x		x
First Aid	x		x	x	x	x
First Aid	x	x	x	x		x
Fish & Wildlife Management			x			
Fishing				x	x	x
Fly Fishing <b>NEW!</b>	x	x				
Forestry	x	x				
GOLD RUSH!						
Golf						
Indian Lore	x		x	x	x	x
Lifesaving						
Mammal Study					x	x
Metalwork				x	x	x
Mountain Trek						
Nature			x	x		
Nuclear Science <b>NEW!</b>	x	x				
Orienteering						
Personal Fitness	x	x	x			
Photography	x	x				
Pioneering						
Powerboat Extreme SL Aquatics Outpost						
Radio <b>NEW!</b>	x	x				
Reptile & Amphibian				x	x	x
Rifle	x	x	x	x	x	x
Rowing	x	x	x	x	x	x
Sailing Adventure SL Aquatics Outpost						
Salesmanship		x			x	
Shotgun						
Small Boat Sailing						
Soil and Water Conservation				x		x
Space Exploration			x			
Swimming						
Swimming						
Swimming Clinic			x			x
TNT - Tenderfoot						
TNT - Second Class						
TNT - First Class		x				
Weather			x			
Whitewater Canoe SL Aquatics Outpost						
Whitewater Kayaking						
Wilderness Survival						
Woodcarving	x	x	x	x	x	x
	x	=	No class this period			
		=	Single-period class			
		=	Two-period class			
		=	Three-period class			

This schedule is tentative. A final version will appear on the website in time for online coursework registration and a copy will be mailed to you

## CRM Course Catalog

Group	Class	Notes	Pre-Requisites	Additional cost
11 years old or Older or First year	Personal Fitness <b>ER</b>	Req.'s 7 and 8 will be started but <u>not completed</u> at camp	Requirement 1	none
	Basketry & Leatherwork	Kits vary, and are available in the <b>trading post</b>	Scouts will work to earn both MB's	Approx. \$27.00 to purchase kits in Trading Post
	Swimming Clinic	This is NOT a merit badge	For non swimmers, beginners, or learn advanced skills.	none
	First Aid <b>ER</b>	Complete requirements 1, 2b, 3c, and 7 prior to camp		none
	Fishing	Please bring your personal gear/ no license required		none
	Indian Lore	Kits vary, and are available in the <b>trading post</b>	Approx. \$12-\$20 to purchase kits in Trading Post	
	Mammal Study		Requirement 3c	none
	Metalwork			\$3
	Nature			none
	Swimming <b>ER</b>	A long sleeve shirt, long pants, belt, shoes and socks are required for class.	Pass BSA Swim Test	none
	TNT, Tenderfoot	This is a three period class (1, 2, & 3 period) for New Scouts		none
	TNT, Second	This is a two period class (4 & 5 period) for Tenderfoot Scouts		none
	TNT, First	This is a one period class (2nd) for 2nd Class Scouts.		none
	Woodcarving	Scouts should have a knife suitable for carving and a Totin'	Approx. \$6.00 to purchase kit in Trading Post	
<b>NEW!</b>	Energy	Must have note book		none
<b>NEW!</b>	Engineering	bring a broken household device to dismantle and have a note book		none
<b>NEW!</b>	Composite Materials			\$10.00
Group	Class	Notes	Pre-Requisites	Additional cost
12 years old or Older or Second Year	Archery	Includes materials, bowstring, arrow kit components, etc.	Requirement 1c (local and state laws)	\$17
	Art / Music	Scouts will work to earn both MB's		none
	Astronomy	binoculars recommended		none
	Camping <b>ER</b>	This badge can be partially completed at camp; Bring camping gear	Complete requirements 5e, 7c, 9, prior to camp. Scouts should have First Aid MB	none

**ER**= Eagle Required

## CRM Course Catalog Cont'd

*We have designated our classes by suggesting camper years and age*

Group	Class	Notes	Pre-Requisites	Additional cost
12 years old or Older or Second year	Canoeing		Pass BSA Swim Test	none
	Cinematagraphy			none
	Cooking	This a two period class	Firebuilding skills, complete requirement 7 prior to camp	none
	Emergency Preparedness <b>ER</b>		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none
	Forestry			none
	Golf	This is a three period class	Bring your own clubs	\$50
	Insect Study			none
	Livesaving <b>ER</b>		Pass BSA Swim Test, 2nd class 7a-c, 1st class 9a-c	none
	Orienteering	Scouts must provide their own compass		none
	Photography	Includes film processing for up to 27 exposures	Bring your own camera and film. No digital cameras.	\$12
	Pioneering	Scouts should possess basic knot tying skills	Tenderfoot 4a-b, 1st class 7a-c,8a	none
	Reptile & Amphibian		Complete requirement 8 prior to camp and bring your findings with you	none
	Rifle Shooting	Includes targets, ammo, and eye protection, ear protection	Requirement 1d (local and state laws)	\$17
	Rowing		Pass BSA Swim Test	none
	Salesmanship	Learn the principles and take a turn in the Trading Post!		none
	Small Boat Sailing		Pass BSA Swim Test	none
	Space Exploration	Includes materials, Rocket kit, and engines	Kits are available in the <b>trading post</b>	Approx. \$6.00 to purchase kit in Trading Post
	Weather			none
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight to camp		none
	Fish & Wildlife Mgt			none
	Soil & Water Cons			none
	Fire Safety			none
	Brid Study	Bring your own binoculars	Requirement 7b	none
	American Heritage		Requirement 4	none
<b>NEW!</b>	Electronics			none
<b>NEW!</b>	Radio			none

**ER= Eagle Required**

***We have designated our classes by suggesting camper years and age.***

## CRM Course Catalog Cont'd

Photocopy the Course Catalog as your Scouts are #BoysScouts

**ER** = Eagle Required

Group	Class	Notes	Pre-Requisites	Additional cost
<b>13 years old or Older or Third year</b>	Citizenship in the Nation <b>ER</b>	<b>Back by popular demand!</b> Strictly limited in size for quality control.	Requirements 2 & 3	none
	Citizenship in the World <b>ER</b>		We plan to have an international Camp Staffer for 7c	none
<b>NEW!</b>	Fly Fishing	no equipment necessary must catch 2 fish at camp	Fishing MB	\$15
<b>NEW!</b>	Chemistry	must have note book		none
<b>NEW!</b>	Nuclear Science	must have visited a doctor or dentist at some point in their life		none
	Communications <b>ER</b>		Requirement 8	none
	<b>Power Boat Extreme!!</b> VR	HA Full Week Program <b>Scoutland Aquatics Outpost</b>	Pass BSA Swim Test	\$85
	<b>Sailing Cruise</b> VR	HA Full Week Program <b>Scoutland Aquatics Outpost</b>	Pass BSA Swim Test. Sailing experience recommended, not required	\$75
	Shotgun VR	Includes skeet, shells, and eye/ear protection	Scouts should have previously earned the Rifle Merit Badge	\$27
Group	Class	Notes	Pre-Requisites	Additional cost
14 years old or Older or Fourth year	<b>Gold Rush!</b>	Pioneering Expedition	See Gold Rush Page	\$65
	BSA Lifeguard VR	Full Week Program	Pass BSA Swim Test, CPR Certification <b>Must be 14 y/o</b>	none
	C.O.P.E. VR	HA Half-Day Program		\$45
	Climbing VR	HA		\$55
	<b>MountainTREK!</b> VR	HA Full Week Program Bartram Trail, Chatooga River	Previous Hiking Experience See Leaders Guide	\$75
Now offering More <b>Whitewater Opportunities</b> for beginning and experienced paddlers!	<b>Whitewater Canoeing</b> VR	HA Full Week Program <b>Scoutland Aquatics Outpost</b>	Previous Paddling Experience recommended, not required See Leaders Guide	\$85
	<b>Whitewater Kayaking</b> VR	HA Full Week Program 4 days on 4 different rivers	Pass BSA Swim Test See Leaders Guide Scouts should have previously earned the Canoeing MB	\$135

**VR** = Venturer, Ranger Core or Elective  
**HA** = High Adventure

**We have designated our classes by suggesting camper years and age.**